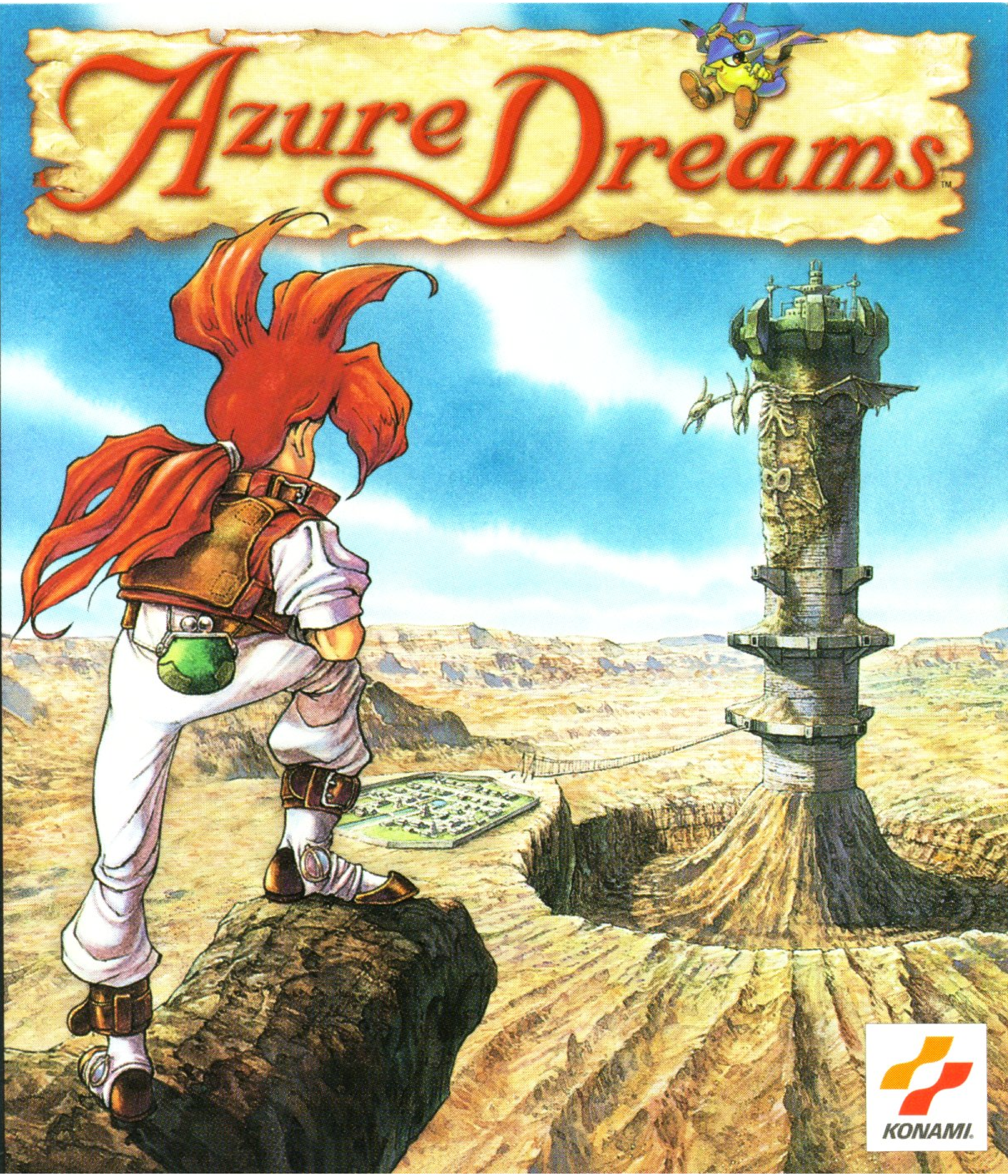
PlayStation®

NTSC U/C

PlayStation®



EVERYONE

E

CONTENT RATED BY ESRB

SLUS-00614

KONAMI

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation® game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION® DISC:

- This compact disc is intended for use only with the PlayStation® game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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the Story

A remote, frontier town, its streets powdered with the golden sands of the desert. Close by, the massive Monster Tower rising high into the air. As the name suggests, this ancient tower is the lair of monsters — hordes of them!

Although the journey is a grueling one, this doesn't deter the treasure-hunters from coming to the town. They're driven by desire — a desire to obtain the Monsters' treasure, but more than that, a desire to obtain the precious, rare Monster eggs. For if you raise a Monster from an egg it will become accustomed to humans. That's why the eggs, or a Monster which has been tamed, will fetch a high price.

If it's a special Monster it can be sold for an astronomical sum. The center of the Monster Egg Trade is the bustling town of Monsbaiya.

In this town there lives a boy whose father was one of the most skilled Monster Tamers in history. But while the boy was still young his father died. It was left to his mother to bring up the boy and his younger sister. They didn't have much money so everyday living was difficult. The boy would often think: "If only I could get one of those eggs, I could sell it for a lot of money!"

The boy had his father's blood running in his veins, and eventually he began to feel it stirring. All he could think of was going in search of the Monsters' eggs. But there was one problem. He was not allowed to go into the Tower until he turned 15 — the age of adulthood.

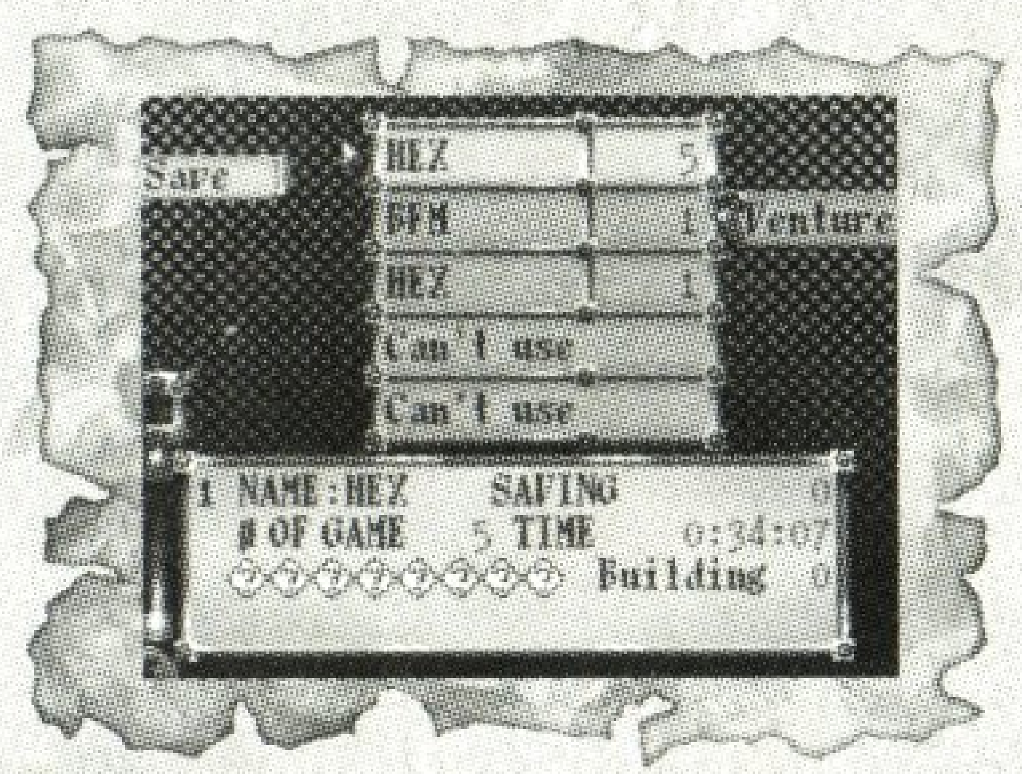
The boy couldn't get the idea out of his mind. He imagined going into the profound reaches of the Tower where the never before seen eggs were to be found. And then, if he could just get ONE of those eggs . . .

Now we come to today. It is the boy's 15th birthday — the day he becomes an adult!

STARTING A NEW GAME

When playing the game for the first time, select "New Game". After a brief moment, the Name Entry Screen will appear. Enter the name of your player using the Directional Buttons to move the cursor and the ⊗ Button to select the characters. If you accidentally enter the wrong character, move the cursor to the character in question and enter the correct character. You can move the cursor to the left using the L1 Button and to the right using the R1 Button.

CONTINUING A GAME



When using a memory card, you can save your place in the game a maximum of five times per memory card. When you wish to resume a game from saved data, select "Continue" from the Start Screen.

If saved data for the game exists on the memory card, a screen similar to the one shown at the right will appear. Highlight the file you wish to play and select it with the ⊗ Button. Once the data has loaded, the state of the town and your possessions at the time the game was saved will be restored. Play will resume from the hero's home. If the file is marked "QUEST," then play can be resumed at a place in the tower. However, after continuing the game once, the "QUEST" mark will disappear, and only data for the state of the town and your possessions will remain saved. If you attempt again to continue using the same file, you will begin back at the hero's home, and money or items gathered in the tower will be lost. Note that copying the file will not duplicate the "QUEST" mark, so be especially careful when using this data.

SAVING A GAME

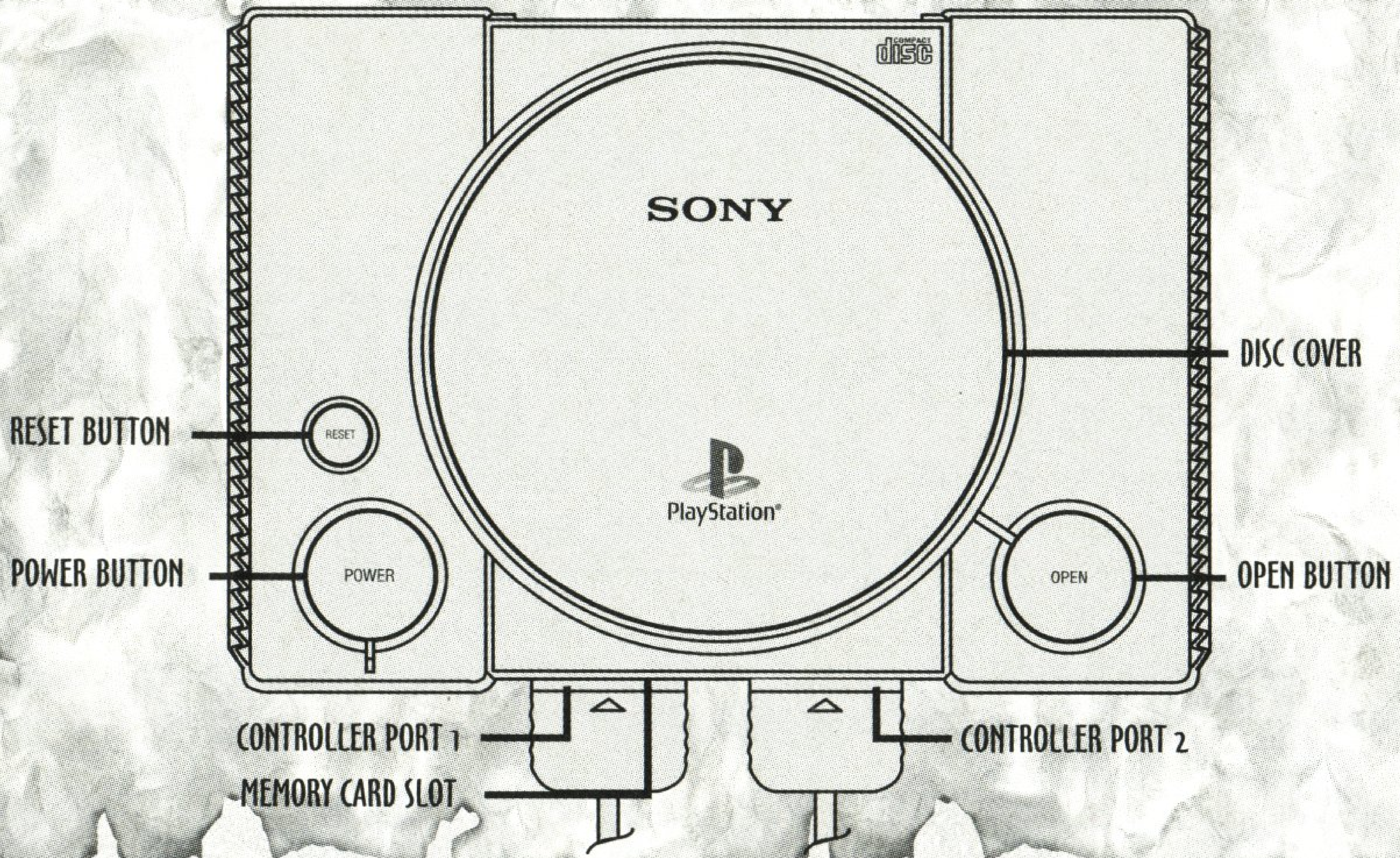
In the Town

See your mother, Wreath, when you wish to save the current state of the town and your possessions.

In the Tower

Each time you ride an elevator up to the next floor, a message will appear. Only at these times can you save a game in the tower. If you choose to Quit the game you will be given an option to Save before quitting. Follow the instructions on the screen to save the data to the desired Memory Card.

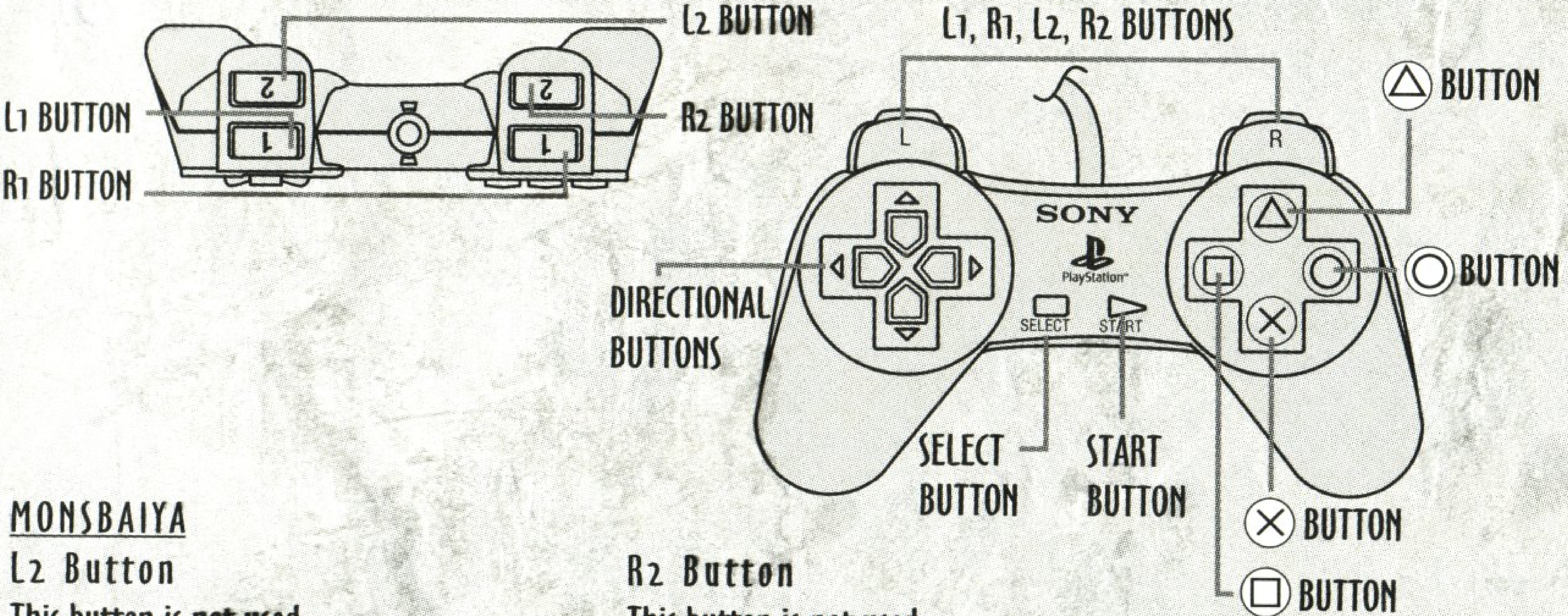
Getting Started



Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is OFF before inserting or removing a compact disc. Insert the Azure Dreams™ disc and close the Disc Cover. Insert a game controller and memory card and turn ON the PlayStation® game console.

Note: It's possible to play the game without a memory card, but you can't save your game.

Controls



MONSBAIYA

L2 Button
This button is not used

L1 Button
Change viewpoint (rotate right)

Directional Buttons
Control the character, select menu items

Select Button
This button is not used

Start Button
To begin game

R2 Button
This button is not used

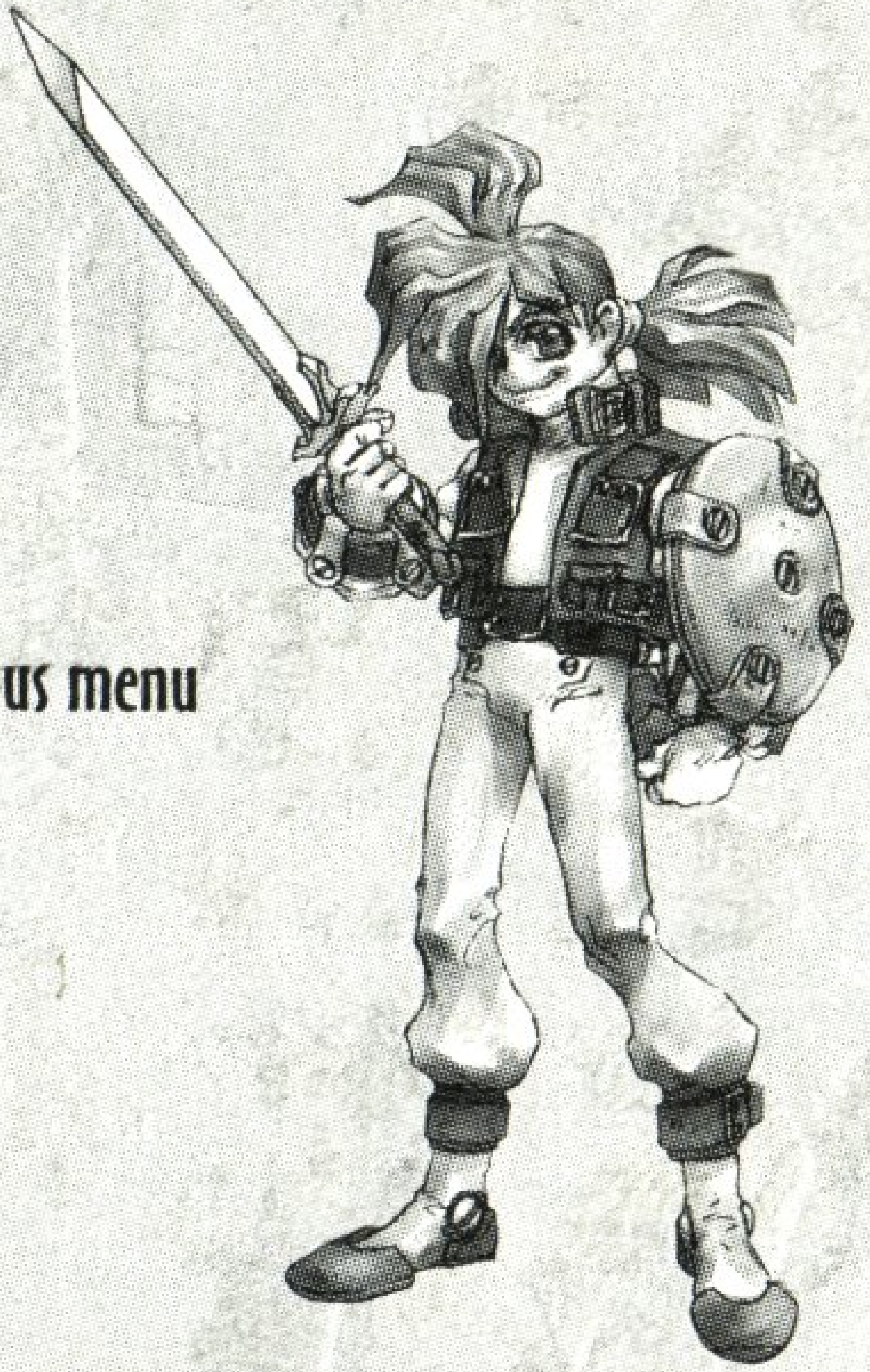
R1 Button
Change viewpoint (rotate left)

△ Button
Jump

○ Button
Cancels commands, return to previous menu
Press and hold to run.

✕ Button
Choose Menu Commands

□ Button
Opens Command Menu



Holding down the Select Button and then pressing and holding down the Start Button for two seconds will return you to the title screen. Note: Any unsaved data will be lost!

THE MONSTER TOWER

L1 Button
Change viewpoint (rotate right)

Directional Buttons
Control the character, select menu commands

Select Button
Displays map

R1 Button
Change viewpoint (rotate left)

○ Button
Cancels commands, return to previous menu

✕ Button
Attack, choose menu commands

□ Button
Opens Command Menu

CONTROLLING A FAMILIAR

L2 Button
Blue Collar Quick Menu

R2 Button
Red Collar Quick Menu

Quick Menu Commands:

R2 or L2 Button(s) + Directional Buttons
You can change the direction in which the familiar faces

R2 or L2 Button(s) + ○ Button
Displays the Formation Screen

CONTROLS USED IN THE MONSTER TOWER

○ Button (Hold) + △ Button
Skip your turn

○ Button (Hold) + ✕ Button
You can grasp an object which is one square away

○ Button (Hold) + ✕ Button (when holding an object)
You can throw the object you are holding

△ Button (Hold) + Directional Buttons
Alter the direction you are facing without advancing

Directional Buttons + ○ Button (Hold)
Run (if a monster is near, you cannot run)

△ Button (Hold) + R1 Button
Adjust map zoom

△ Button (Hold) + R2 Button
Change Status gauge display

△ Button (Hold) + L1 Button
Adjust camera zoom

△ Button (Hold) + L2 Button
Adjust camera tilt

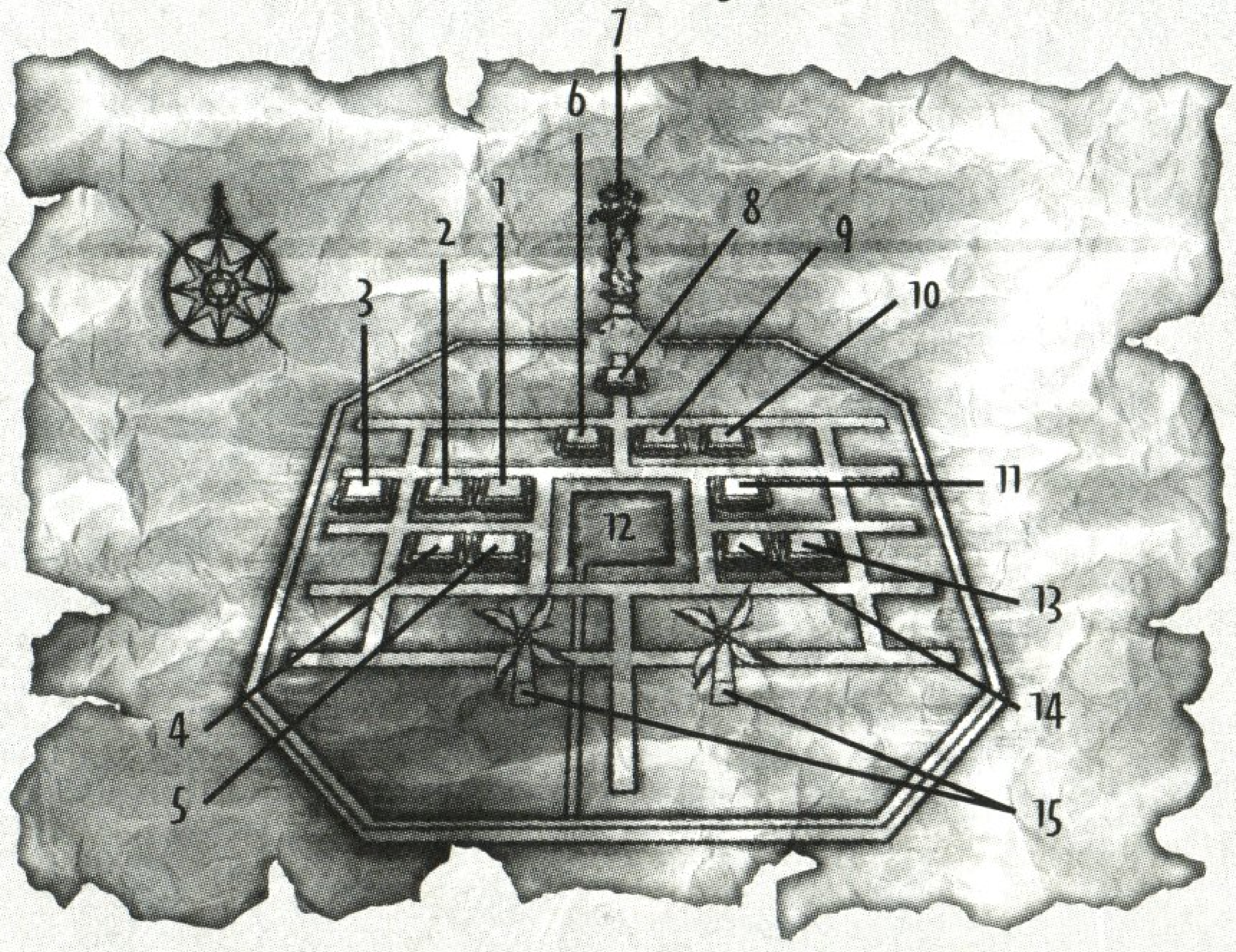
R2 or L2 Button(s) + ✕ Button
Displays the health status

R2 or L2 Button(s) + □ Button
Returns the familiar to the bag

R2 or L2 Button(s) + △ Button
Displays the Command screen

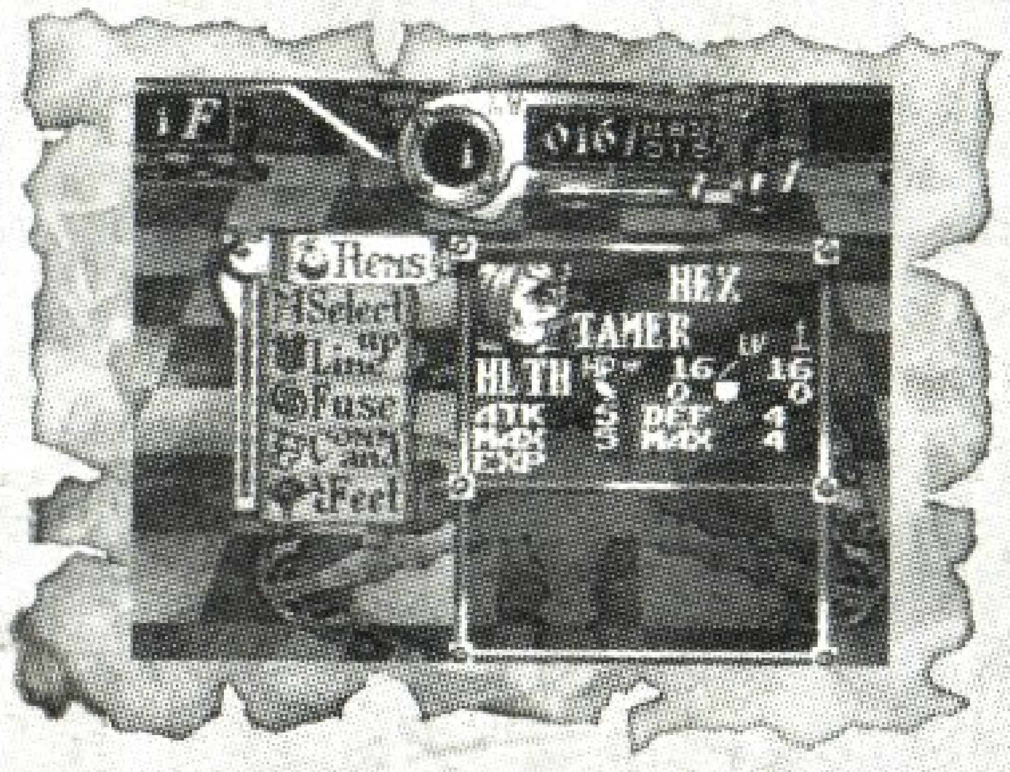
MAP OF MONSBAIYA

1. Blacksmith
   Buy and sell weapons here to help you in your adventures.
2. Monster Shop
   They will pay you for any eggs or familiars you found in the tower.
3. Hospital
4. Fortune House
   Obtain hints and guidance.
5. General Store
   Many unusual goods from the Western part of the land are stocked in this store.
   Fur Gots is also here.
6. Hero's Home
7. Monster Tower
8. Temple
9. House of Nico
10. The Rode Household
11. Carpenter
    He will build you a structure on order.
12. Pond
13. Bar
14. Restaurant
    The only restaurant in town. Patty Pan is here.
15. Windmill and Windmill Shed

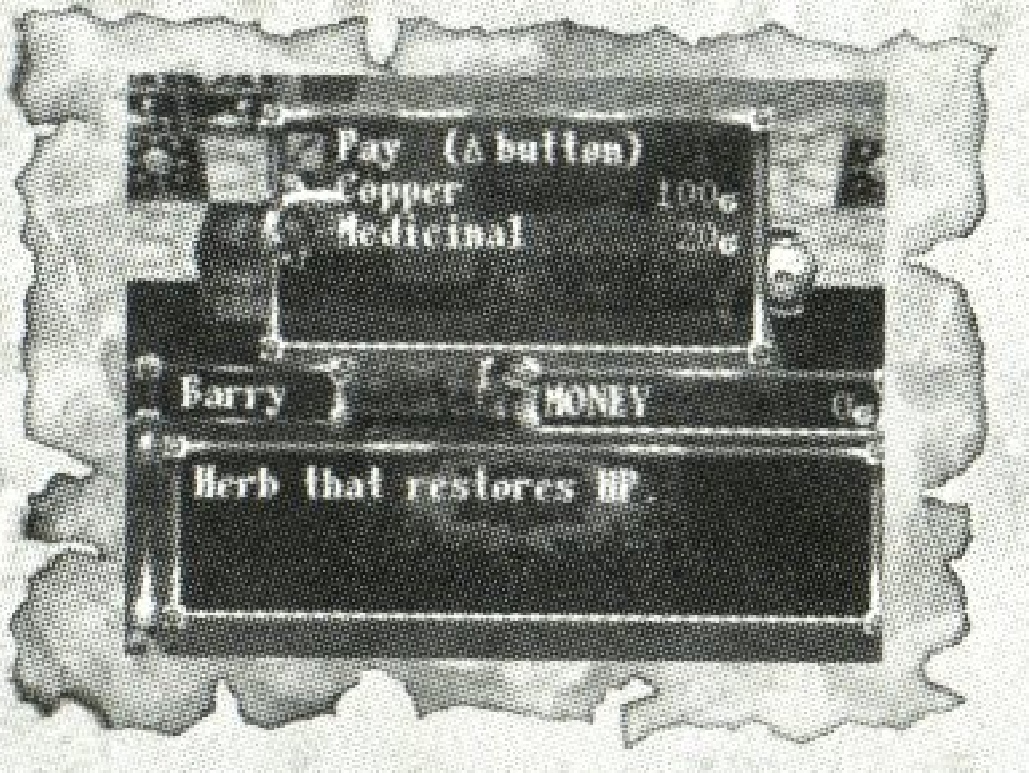


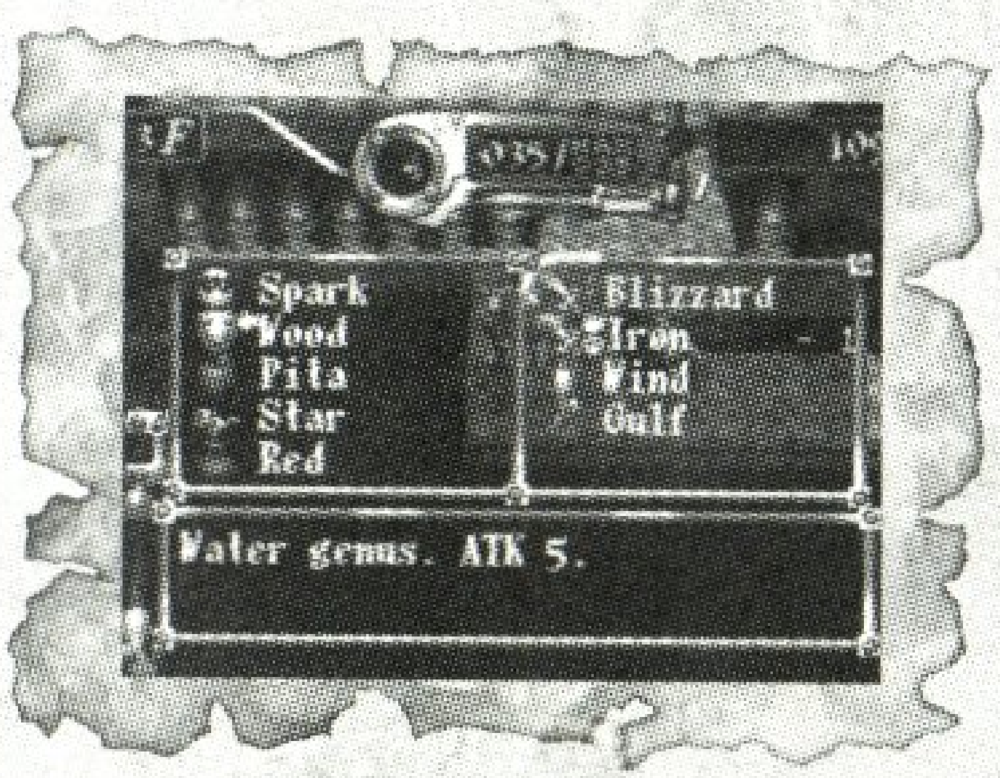
READING THE SCREEN

Main window
Menu
Player Info



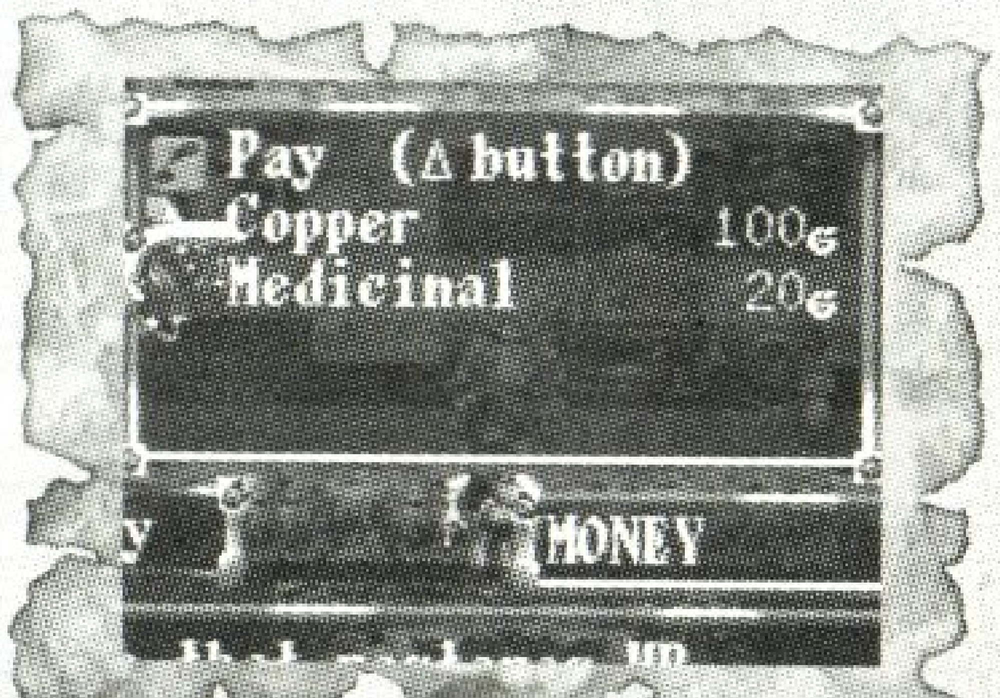
Name
Information window
Shopping window
Money in possession





Item Window
All your possessions are displayed here, including items, weapons, eggs, and familiars. You can have or use any of these possessions.

Command Menu
Equip weapons, use items and formation changes can be managed from thus menu.



Shopping Window
Select an item you wish to buy by moving the cursor to the item and pressing the ⊗ Button.

THE TOWN OF MONSBAIYA

STRATEGY 1

Actions of the townsfolk will change according to the tower invasions and events in the town. Try to help a town person who is in trouble. Between adventures into the tower, you can get to know a girl you meet in town. Continue to have conversations with her.

When your actions create favorable impressions, changes may occur...

STRATEGY 2

You can exchange items, eggs, and familiars you find in the Monster Tower for money. By saving the money from these exchanges and money found in the tower, you can rebuild your home or put up large buildings on vacant lots.

Within your newly built structures, you can play actual games like in a casino or recreation center. And if you build a certain structure, you may have a fresh encounter...

SPENDING YOUR MONEY

As you will see, a player is never without his / her money. Some money you will find in the tower, but if you sell some items you can obtain even greater wealth.

Obtaining Items

Look for items in the tower.

Selling Items

It's possible to sell eggs, weapons, medical herbs, and other items obtained in the tower. You can always get a reasonable rate for your items. You can even sell familiars that you don't use.

Using Items

Items and weapons can be purchased at the General Store and the Blacksmith, and the Carpenter will be happy to enlarge your home or build you a new one. In addition to your own home, you can also have structures built for the townsfolk.

Powerful forces of magic in the Tower make unreasonable occurrences commonplace.

MYSTERIES OF THE MONSTER TOWER

Nothing remains the same...

Magic spells are at work in the Tower that will cause the geographical features to change during your adventure. Each floor is different on each visit. Therefore, you never know how any room is connected to other rooms, and finding an item is a matter of being in the right place at the right time.

What goes up, can't come down...

The elevators only go up and their positions change each time you visit. If you go up, you can't come down. To return to the town, you need a special item.

In the beginning...

A great number of people don't make it to the highest level because all who enter are affected by a magic spell at the entrance that lowers their strength, and you always begin from level 1. If monsters attack you after entering the tower, you may lose all your hard-earned items, so be on your toes.

Eeney, meeny, miney, moe...

You can generally carry any items and familiars that you find. However, you're limited to a maximum of five items when you first enter the tower, including familiars and eggs. So choose your items carefully.

The tower is the monsters' lair

No matter how many familiars you find, if you can't use your collar on them, you can't take them with you. The red collar passed on to you from your father, and the blue collar that can be obtained in the Tower are essential. You can use a single familiar by itself or fuse two familiars together. Fusing familiars can be performed in the Tower. As with items, a key to good strategy is which familiars to take and when to use them.

TECHNIQUES

The geographical formations in the tower change each time you enter, as do the monsters and items that you encounter. Therefore, you don't need to memorize the layout of the tower. Also, you can only go up in the tower, not down, and the further you go up, the stronger the monsters. So be sure you are ready.

You can cause more damage to an opponent by attacking from a high place in the tower. Smaller monsters can sometimes be moved. It can be rewarding to throw them into a pit. Also, items can be thrown while jumping. Adapt your strategies to the situation at hand.

Since you can't come down in the tower after going up, you must acquire either a Wind Crystal or the Fruit of an Oleem to return to the town. Determine for yourself how the two differ. You can return to town, even if a monster attacks you, but you will lose all your items except the familiars that you hatched yourself. We recommended that you do your best to bring an egg back to your Monster Hut. The adventures into the tower will become easier as you gain more familiars.

You can carry a total of five items and familiars at one time. Any additional items you can sell or store in a safe in your home. You can keep additional familiars in your Monster Hut. The key to the game is to determine which items to sell, which to keep, and which to take with you into the tower.

Action in the game operates in turns. For example, when fighting a monster, the monster moves every time you move. Since each side alternates in attacking, you can relax and take your time deciding the best move. Moving one step, using an item, and the like take up one turn. Changing directions, however, isn't counted as a move. During battles, always face your opponent.

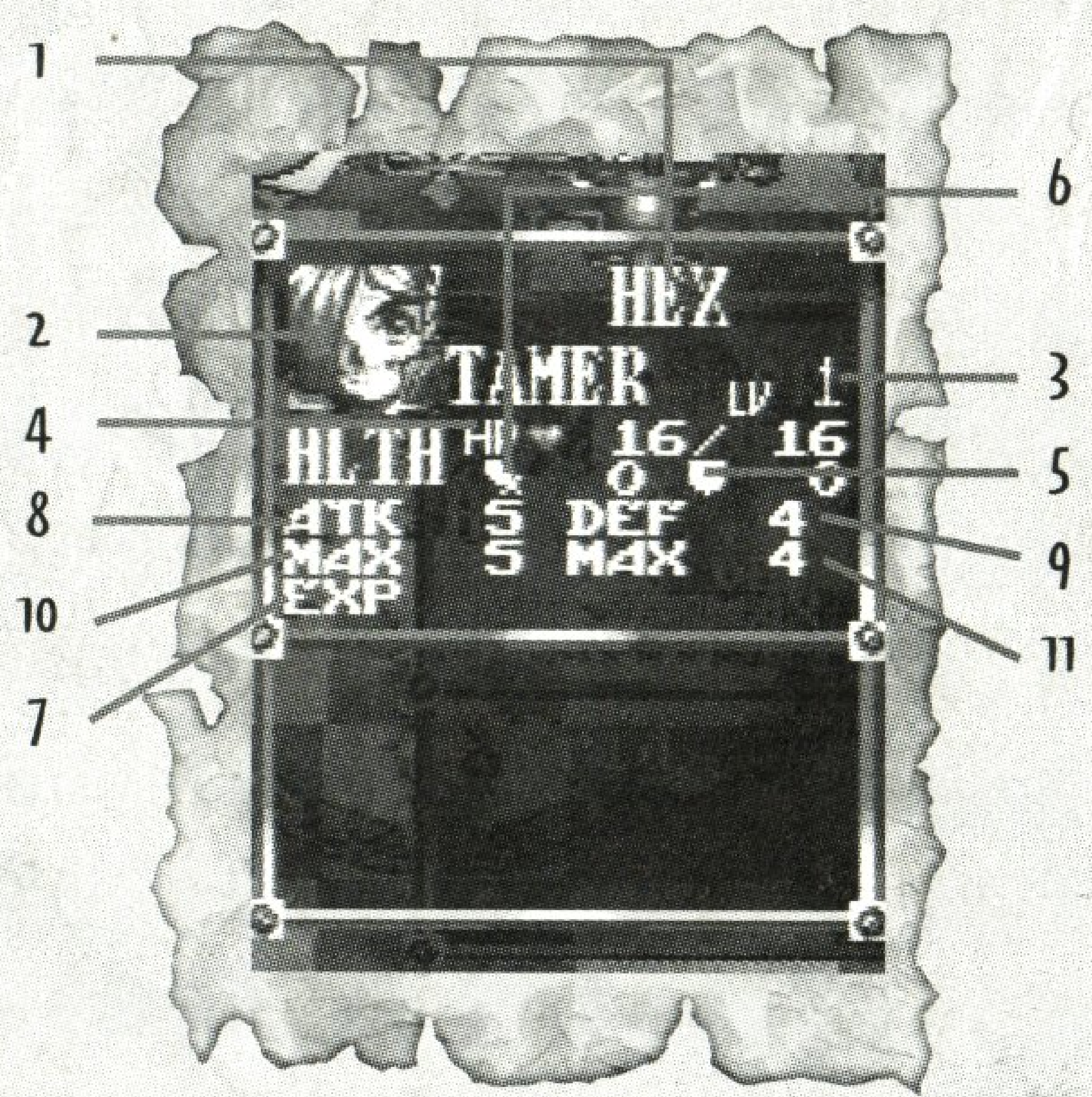
It's possible to move in one of eight directions. You can also attack diagonally. This knowledge is useful both when moving toward a monster and when retreating. However, don't forget that the monsters can move the same way.

READING THE SCREEN

Status Window

Pressing the ■ Button will display the menu and the player's status. Close the windows using the ◉ Button.

1 Player Name
2 Player Status
3 Level
4 Hit points
5 Shield strength
6 Weapon strength
7 Experience
8 Attacking strength
9 Defending strength
10 Maximum attacking strength
11 Maximum defending strength

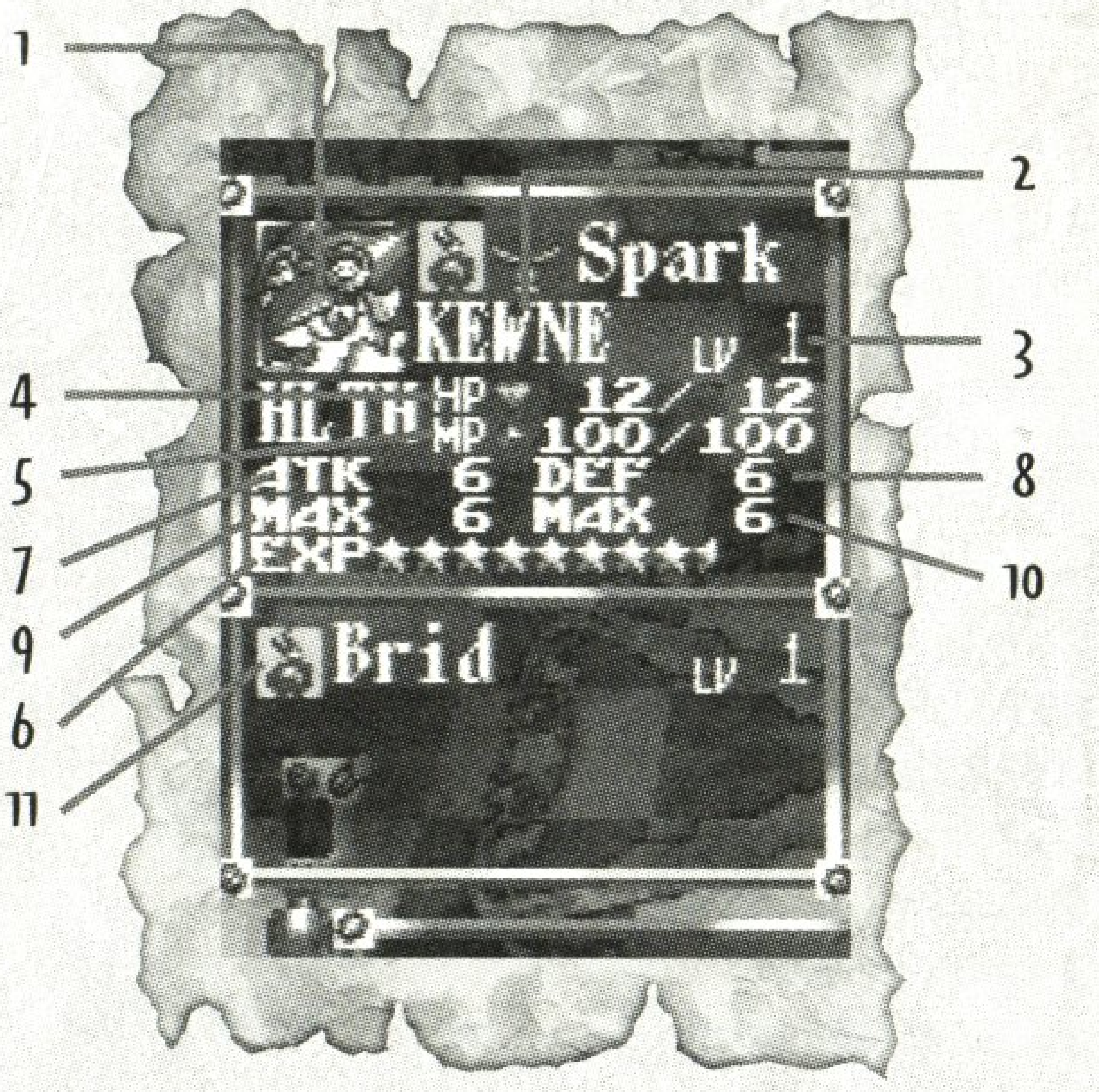


Monster Status Window

Use the Directional Buttons to view the status of your familiars.

1 Image of the familiar
2 Name and attribute
3 Race and level
4 Hit points
5 Magic points
6 Experience
7 Attacking strength
8 Defending strength
9 Maximum attacking strength
10 Maximum defending strength
11 Spells

Note: Magic points are expended even from movement.

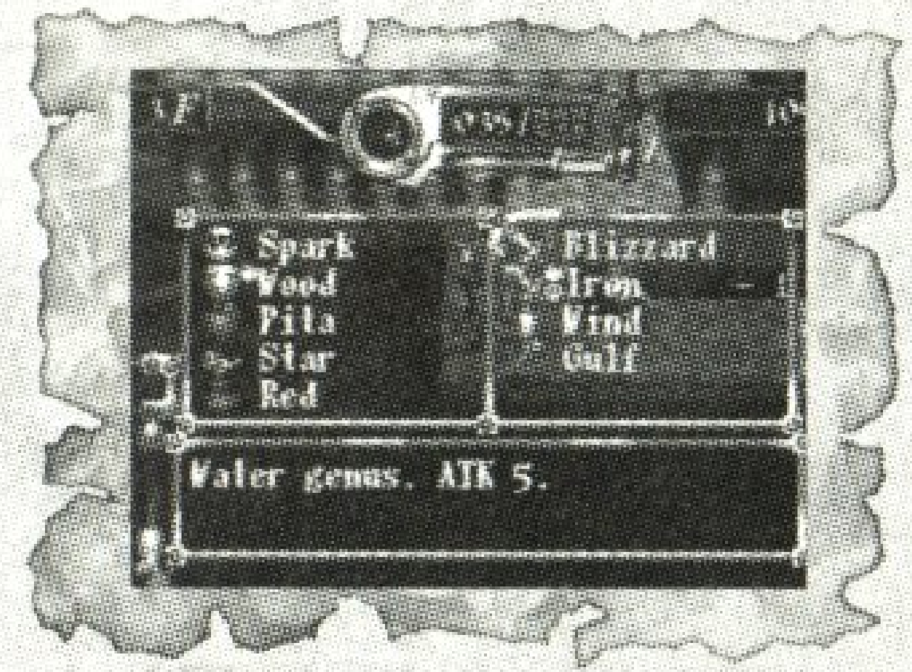


Command Window

Move the cursor using the up and down Directional Buttons and select a command with the ✕ Button.

Possessions

Items, eggs, and familiars in your possession can be displayed and used. Highlight an item you wish to use using the Directional Buttons and select it with the ✕ Button. This will open a menu from which you can select what action to take with the item. Highlight the action you wish to take and select it with the ✕ Button. Press the ○ Button to cancel. You can also sort your items by pressing the △ Button while the Item Window is open.



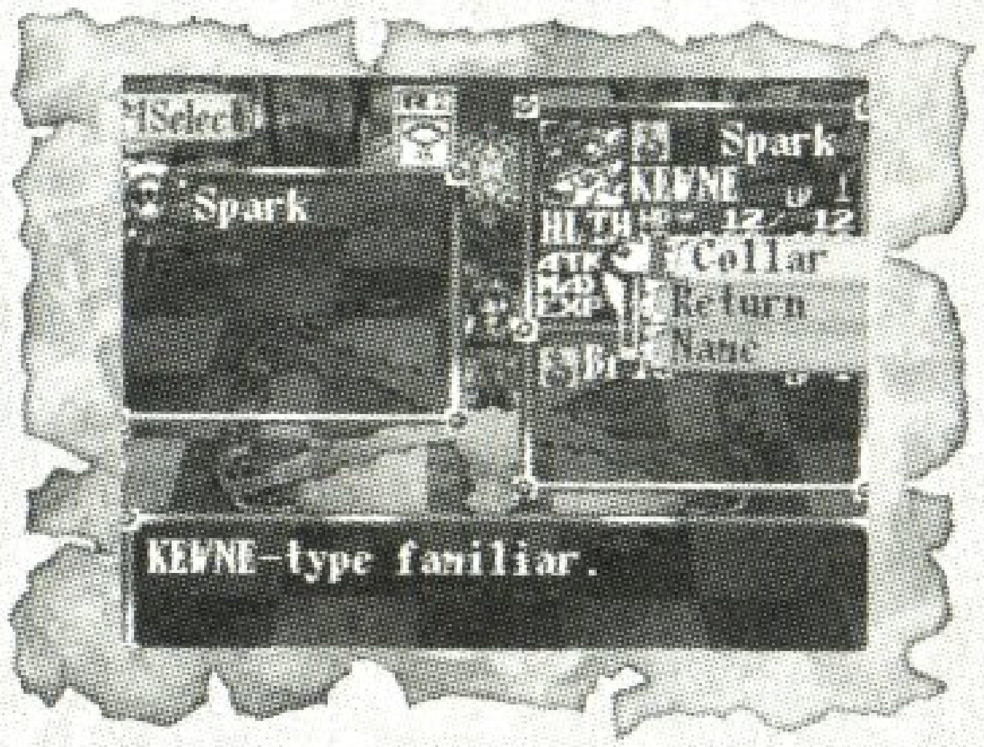
After selecting an item, you can choose an action from the various commands displayed.

Commands Used for Both Possessions and Monsters

Use	Eat fruit, cast a spell, or use an item.
Have	Hold an item in your hand.
Name	Name an unidentified egg or familiar.
Collar	Attach a familiar to or remove it from your collar.
Free	Send a familiar home or turn loose a familiar born in the Tower.
Give	Give food to or use an item on a familiar.
Equip	Arm yourself with or remove a sword, shield, etc.
Heat up	Warm an egg.
Select	Change to the Monster Select Screen.
Put in	Put an item you're holding into the bag.
Pick up	Pick an item off the ground and put it into the bag.

Monster Selection

Take a familiar out of the bag or put one in the bag.



Collar Select Menu

There are only two collars: a red collar and a blue collar. The red collar has been passed down from your father, but the blue collar is lying somewhere in the Tower. Select the red collar with the R2 Button or the blue collar with the L2 Button. After pressing the L2 or R2 Button, you select an item from the Quick Menu.

Formation

Changing the formation

You can change the order of your familiars in the formation. Select one of the familiars with either the L2 or R2 Button, change the order with the ⊗ Button, and exit the menu with the ◎ Button.

Formation view

Effort

Change the amount of effort the familiars exert.

Fuse

Use this command to fuse two familiars attached to collars. You must have two collars and at least two familiars.

Command

Sends a command to a familiar. The type of command depends upon the familiar, but can include combined magic, direct magic, direct attacks, special abilities, and the like.

STATUS ABNORMALITIES

Poison
Incur damage when moving
Antidote herb, cure spell, recover after several turns

Tied up
Can't move
Cure spell, recover after several turns

Confusion
Can't move the way you want
Stimulating herb, cure spell, recover after several turns

Sleep
Can't move
Cure spell, recover after several turns

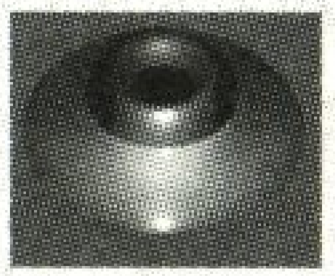
Blind
Can't see anything
Roeam herb, recover after several turns

* A familiar that loses consciousness during a battle will automatically be returned to the town.

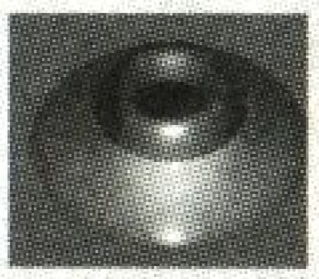
TRAPS

There are a variety of traps hidden throughout the tower. If you step on a trap, you'll incur damage or be put to sleep, so watch your step. Monsters can get caught in traps, too. By pushing them into a trap, you can turn the battle to your advantage. If you have a Trap Loupe, you can reveal all the traps on the current floor.

Bomb Trap
Player receives damage.



Sleep Trap
Player can't move for several turns.



Chaos Trap
Player becomes confused.

Reversal Trap
Turns your surroundings upside down.

Eggs

Familiars and Their Eggs

Unlike the monsters you meet in the tower, familiars that are raised from the moment they are hatched become attached to their human masters. These pet-like creatures can be very useful allies. When you enter the tower, they may rescue you from various dangers.

Eggs

Eggs are lying in various places around the tower. The only way to identify the contents of the eggs in the tower is by warming the eggs to hatch the inhabitants or by using the item Truth Glasses. You will automatically learn the contents of an egg that you carry back to town.

Warming

The basic method for treating eggs is to warm them to hatch the familiars. Eggs can be warmed in the tower or back in town, in the Monster Hut at your house. Note: Warming an egg in the tower will cost you one turn.

Selling

You can exchange your eggs for money. The rarer the egg, the higher the price it will fetch. But don't neglect your own repertory.

Using Single-Use Familiars

In the tower, it's possible to use an egg as a monster, even without warming the egg. To do this, hold the egg in your hand and throw it. The familiar within will break out and issue a powerful magic spell. However, this familiar can't be used again. Note: If you haven't appraised the egg's contents, you won't know what type of monster will hatch.
* Note: If you miss an opponent when throwing an egg, the egg will have no effect.

SPELL ATTRIBUTES

The attributes of spells include fire, water, and wind. The magic spells learned by monsters vary according to the type of monster. Combining familiars will give rise to new spells, but you must experiment to learn their effects.

Fire Spells
Effective for attacking

Water Spells
Effective for defense

Wind Spells
Effective for special situations

MONSTER ATTRIBUTES

All of the monsters also have one of the three attributes described for spells. When the monster and the spell have the same attribute, both increase a level.

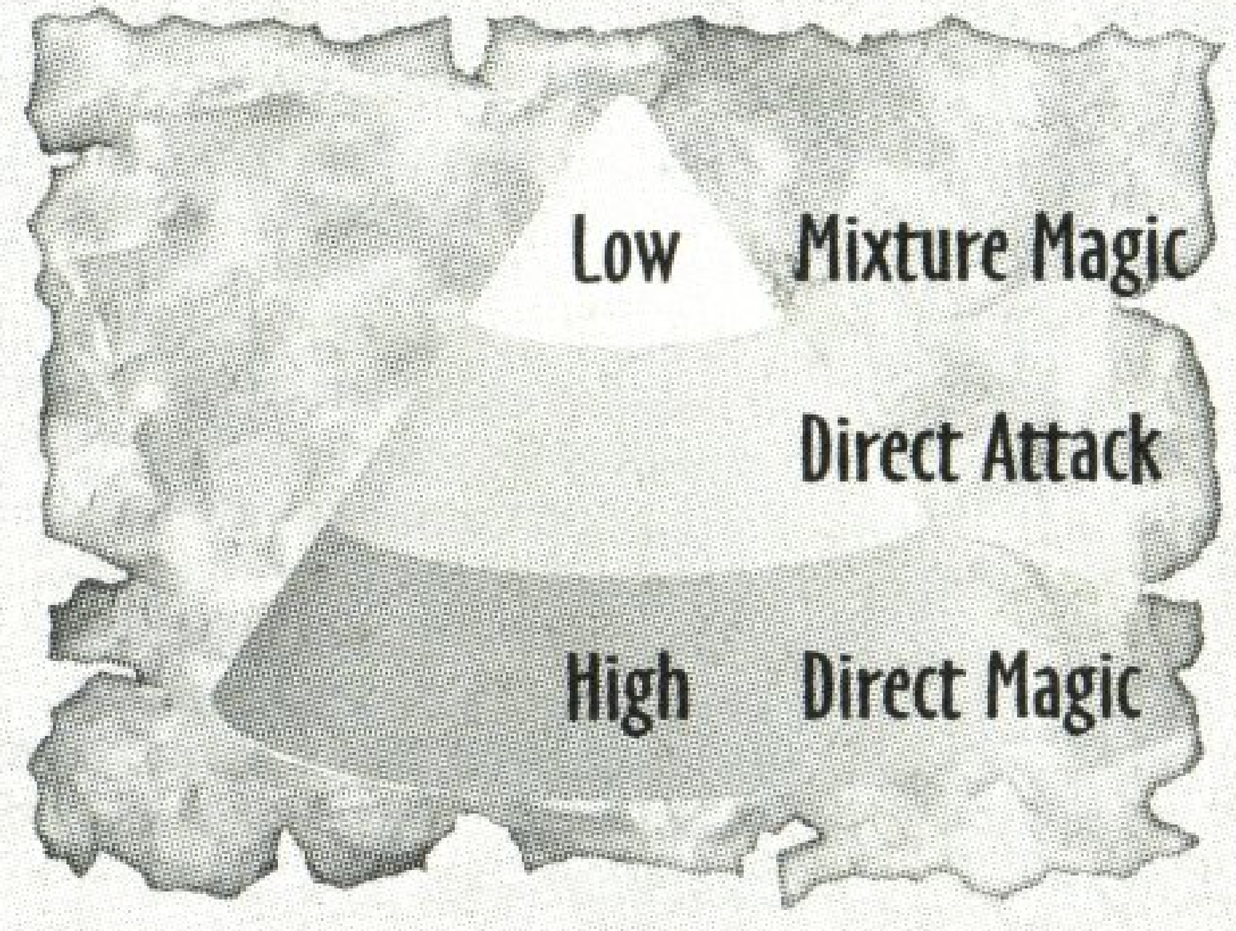
USING SPELLS

When fighting in the tower, the spells of familiars are essential. There are a variety of spells to choose from within the three classes: fire, water and wind spells. Be sure to verify what you have available when fighting. In addition, there are two fighting methods: direct magic and mixture magic. With direct magic, the familiar directly causes damage to the opponent, while with mixture magic the player gains some magical strength from the familiar. Learn to use each according to the situation.

MAGIC POWER

Familiars expend magic power for each turn they move, the amount expended depends on the type of familiar and the type of magic used. If the familiar uses all of its magic power, it becomes inactive. Should this happen, give your familiar the Pita Fruit.

Magic Power Expended



Mixture magic uses up the least magic power.

FUSING FAMILIARS

While in the tower, it's possible to fuse two familiars that are wearing collars. By fusing familiars into one, the resulting familiar will have two spell types and will inherit all the special abilities of the combined familiars, creating a much stronger familiar. The race, attribute and spells of a familiar after being combined can be determined according to the following laws.

When familiars that have different attributes are fused, the familiar will adopt the stronger of the two attributes.
If their attributes are the same, there will be no change. The resulting familiar will also adopt the race of the highest level familiar.
* There is an item that can prevent a familiar's race from changing.

After fusing, the resulting familiar will retain the same spells with the newly acquired spell attribute. In addition to the fire, water, and wind attribute spells, there are two additional types of spells.

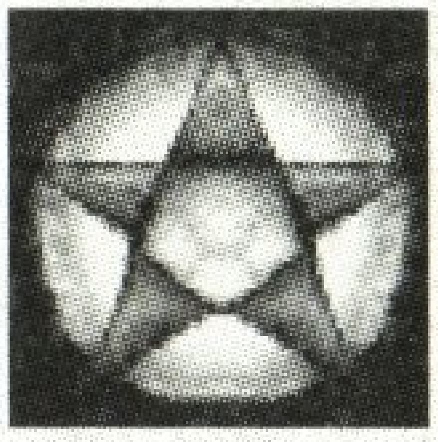
Magic Standard, which retains the original attribute; and
Magic Isotope, which changes the nature without regard for changes in the attribute.

Magic Standard type spells can increase in level, but Magic Isotope type spells cannot.
* The two types of spells are listed separately in the Status Window.

Even familiars that do not possess spells or special abilities can develop new strengths when combined, depending on the conditions. Experiment for yourself!

STORING FAMILIARS AND EGGS

You can store the eggs and familiars you obtain in the Monster Hut. The Monster Hut is also used for warming the eggs when you are in town. A star marks the areas that you can place the eggs and familiars. Also, the star location used for hatching an egg is also used as a bed by the hatched familiar. For a more detailed description of the familiar beds, refer to the following page.



Place an egg or familiar on this mark.

Monster Hut Window

Display the Status and Option Windows for an egg or familiar on a star mark by facing toward the egg or familiar using the Directional Buttons. Make a selection from the Option Window using the ⊗ Button and cancel it using the ◎ Button. Options are different for eggs and familiars.

Egg Options
Familiar Options

Familiar Beds

When you warm an egg on a star mark, the hatched familiar uses that location as a bed. Other eggs or familiars can't use a star mark used as a bed. Even if you place the familiar in your bag, the familiar's bed is reserved. However, if you sell a familiar to the Monster Shop, that familiar's bed will become available for use by another egg or familiar.

Items

MAGIC ATTACK BALLS

Blaze	Contains a Sled spell.
Ice Rock	Contains a DeRock spell.
Blinder	Contains a LoBlind spell.

* Always face the target when using a Magic Ball.

SAND

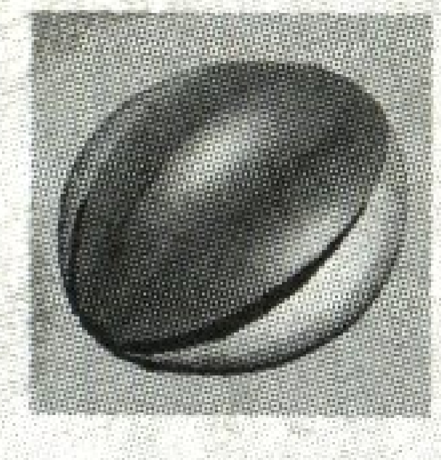
Red Sand	Tempers the sword with which the player is armed.
Blue Sand	Tempers the shield with which the player is armed.

CURES

Medicinal herb	Restores hit points
Antidote herb	Negates poison
Anti-chaos herb	Cures confusion
Wake-up herb	Wakes up a sleeping familiar
Cure-all herb	Cures any condition

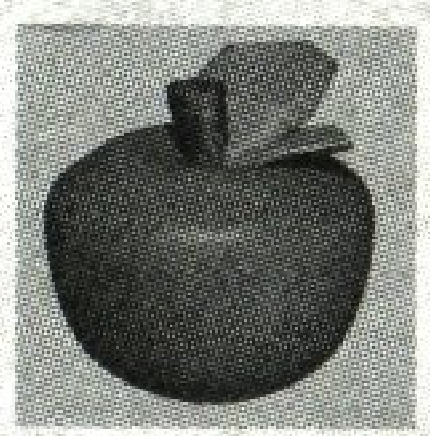
* Herbs are "used" on the player, "given" to a familiar, or can be effectively thrown at a monster.

SEEDS



Hazak Seeds	Increases maximum attacking strength.
Shomuro seeds	Increases maximum defending strength.
Mazarr seeds	Raises the user's level.
Mahell seeds	Increases the user's speed.
Light seeds	Changes the attribute of a familiar to fire.
Sea seeds	Changes the attribute of a familiar to water.
Wind seeds	Changes the attribute of a familiar to wind.

FOOD



Pita fruit	The staple of familiars.

INFORMATION

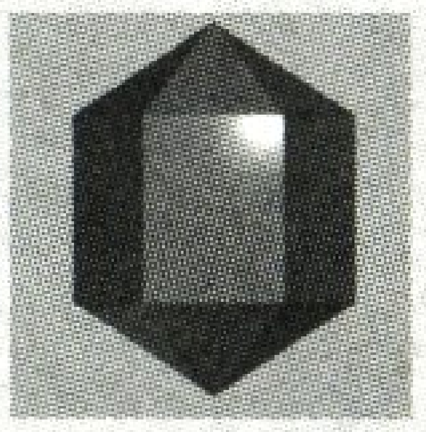
Star Glasses — Reveal a map of the current floor.

Truth Glasses — Allow you to appraise an item.

Trap Loupe — Reveals all traps on the floor.

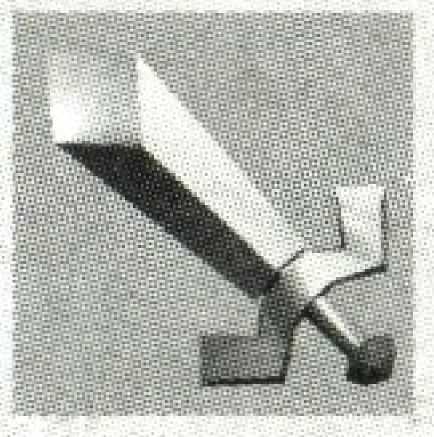
Treasure Loupe — Reveals the positions of items.

RETURNING



Wind Crystal — Draws a magic square through which you can escape the tower and return to the town.

WEAPONS AND SHIELDS

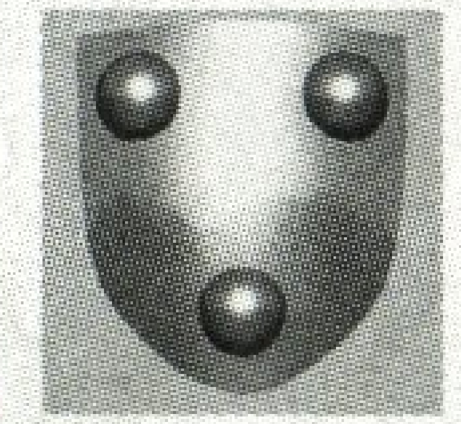


Gold Sword — A sword of high value, but with no destructive power.

Steel Sword — Has great attacking power.

Wooden Wands — Slightly raises the power of Cooperating Magic.

Money Wands — Slightly raises the power of Cooperating Magic. Opponents slain with this staff will sometimes yield money.

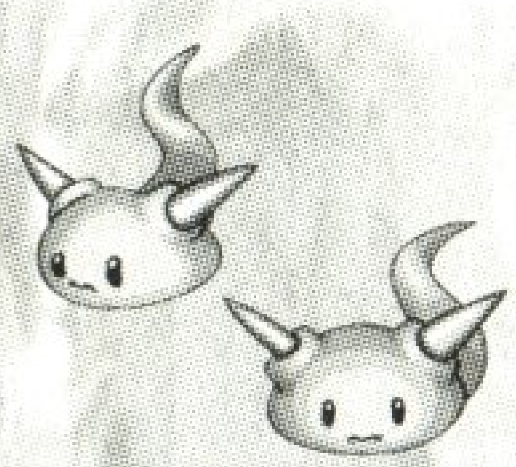


Wooden Shield — Not very strong but better than nothing.

Mirror Shield — Sometimes reflects magic back to the caster.

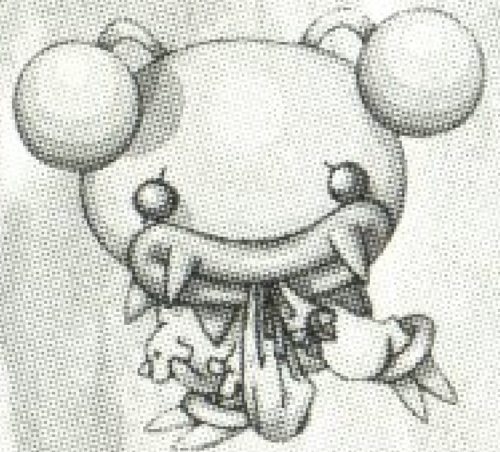
Copper Shield — An ordinary shield with normal defending power.

The Monsters



PULUNPA
The weakest monster in the Tower.
Attribute: Water Spells: None

GRIFFON
This monster has the upper body of a hawk and the lower body of a lion.
Attribute: Fire Spells: Rise

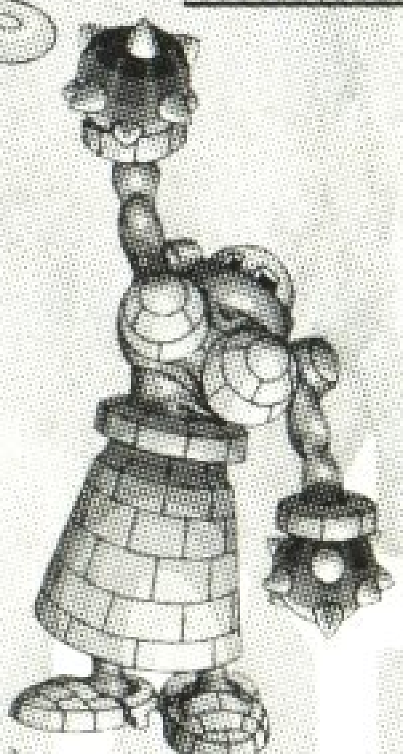


SOUVENIR
This monster snatches peoples' belongings. A thief monster!
Attribute: Wind Spells: None

NYUEL
This monster likes people. It's used for pulling carts and for monster races.
Attribute: Water Spells: DeHeal

FLAME
A kind of fire spirit. Weak against water based spells.
Attribute: Fire Spells: Sled

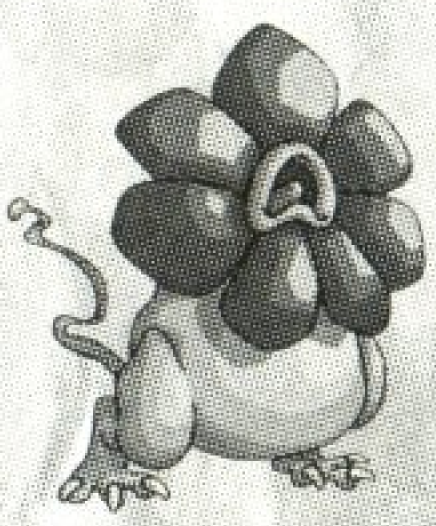
VIPER
This monster is half human, half snake.
Its favorite food is eggs.
Attribute: Water Spells: None



GOLEM
A wizard made this demonic creature. Since ancient times it has protected the Tower against invaders.
Attribute: Wind Spells: None

DRAGON
This is the king of the monsters.
It only eats metal.
Attribute: Fire Spells: Breath

KILLER
From the warrior tribe, this monster has two axe-like lumps for hands.
Attribute: Fire Spells: None



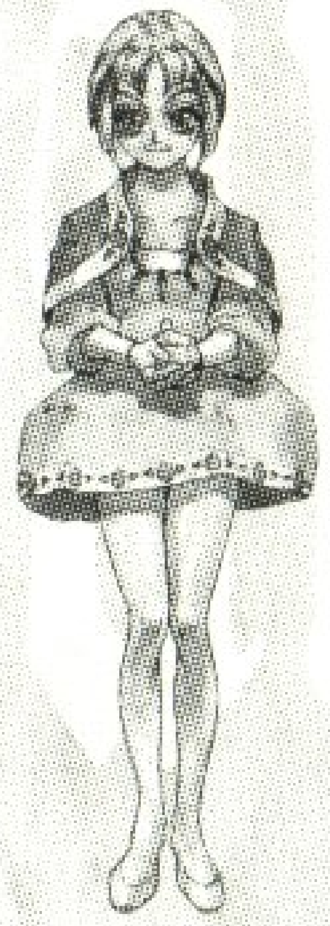
BLUME
A kind of gigantic insectivorous plant, however, it lays eggs. It manipulates other creatures to transport its pollen.
Attribute: Water Spells: None

the Characters

THE PLAYER (HERO)
Male: 15 years old
This energetic youth has the blood of a Monster Tamer in his veins. Though his father is dead, the boy wants to be an adventurer like him. Now he's searching with all his might for Monster's Eggs in the Monster Tower. If he's successful, he believes his family will be able to live a better life.

NICO SOUTHEY
Female: 15 years old
A long-time friend and neighbor of the hero. Every morning Nico comes to the hero's home to wake him.

SELFI RODE
Female: 16 years old
The younger sister of Ghosh Rode. She wants to be a sorceress



FUR GOTS
Female: 15 years old
The main attraction at the General Store, Fur moved to Monsbaiya from the Western part of the land.

PATTY PAN
Female: 14 years old
Daughter of the restaurant owner. She waits tables at the restaurant.

VIVIAN MERCA
Female: 18 years old

MIA MYRIA
Female: 13 years old

CHERRL CHILD
Female: 16 years old

the Characters

KEWNE

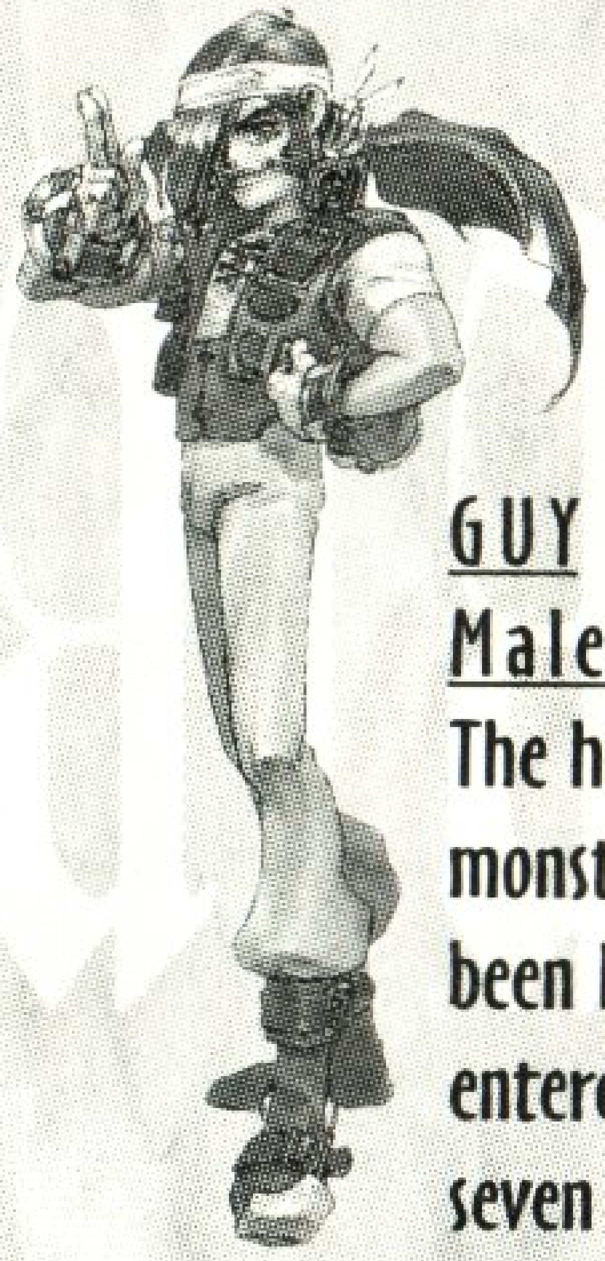
Male; age unknown

This demon waits for the player at the entrance to the tower. Being the only monster that talks, he will become the player's good friend. But where did he come from? In combining with another, this demon will not change in shape or color.

WREATH

Female; 33 years old

The hero's mother. After her husband Guy passed away, Wreath single-handedly raised the hero and Weedy



GUY

Male; 27 years old

The hero's father. A renowned monster hunter, Guy hasn't been heard of since he entered the Monster Tower seven years ago.

GHOSH RODE

Male; 16 years old

Son of the Rode family, the wealthiest family in town. For some reason, Ghosh is always picking a fight with the hero. Ghosh aspires to be a skilled swordsman and frequently ventures into the Tower.

WEEDY

Female; 7 years old

Weedy, the hero's sister, wasn't yet born when her father disappeared.

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Package and Manual Design: Katherine Lee, Beeline Group, Inc.

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